

Ghosthunter™



namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

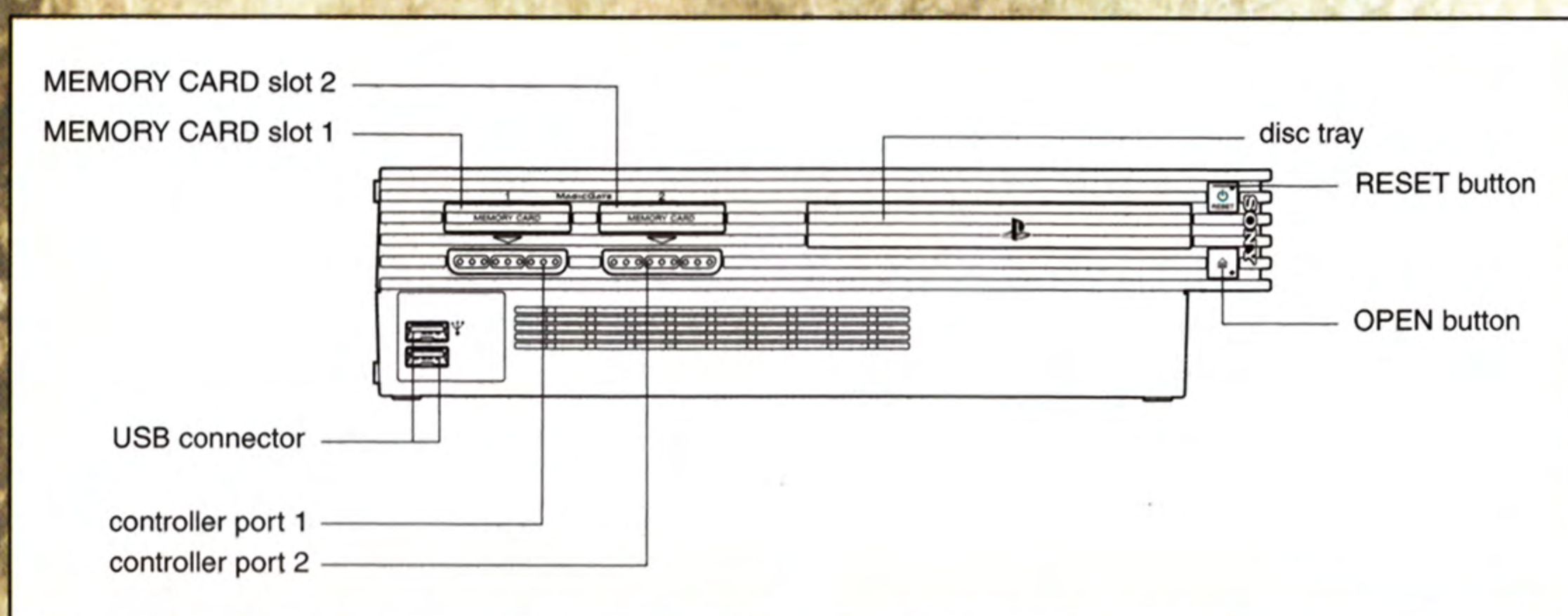
HANDLING YOUR PLAYSTATION®2 DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Starting Up



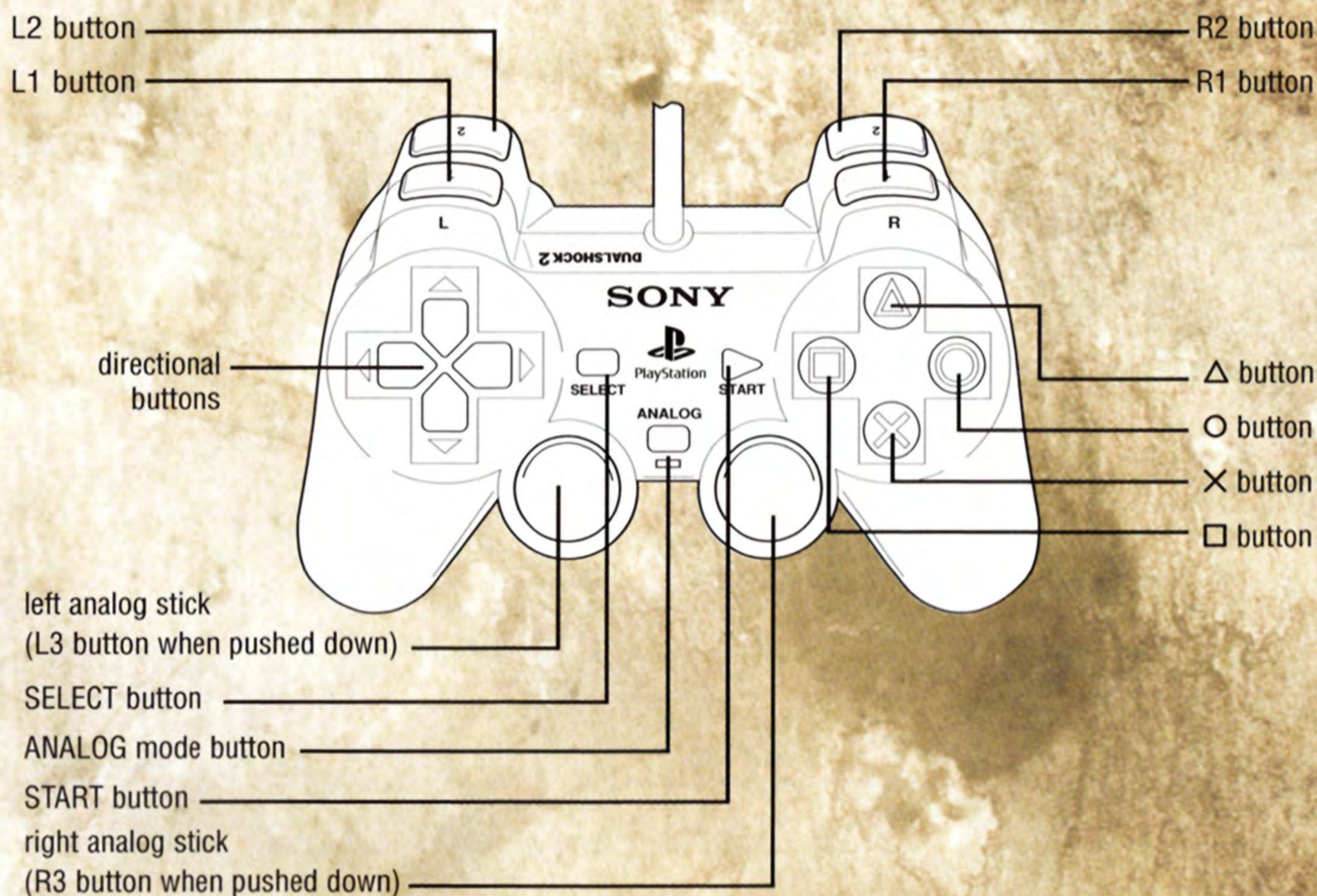
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the **MAIN POWER** switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **Open** button and the disc tray will open. Place the *Ghosthunter*™ disc on the disc tray with the label side facing up. Press the **Open** button again and the disc tray will close. Press the **RESET** button to reset the game. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card

Ghosthunter™ requires a memory card (8MB) (for PlayStation®2) to save your games. A saved game's data takes up 420KB. You can obtain a memory card (8MB) (for PlayStation®2) through the retailer where you purchased your PlayStation®2 computer entertainment system or this game.

Getting Started

DUALSHOCK®2 analog controller



To select menu options, use the ↑ and ↓ directional buttons to navigate the menu options. Highlight the desired option and press the × button to accept. To select a menu option, follow the on-screen button prompts and press the × button to accept and the Δ button to go back. *Gothunter*™ supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

Note: *Gothunter*™ only supports controller port 1.

Controls – Lazarus Jones

Reset Camera

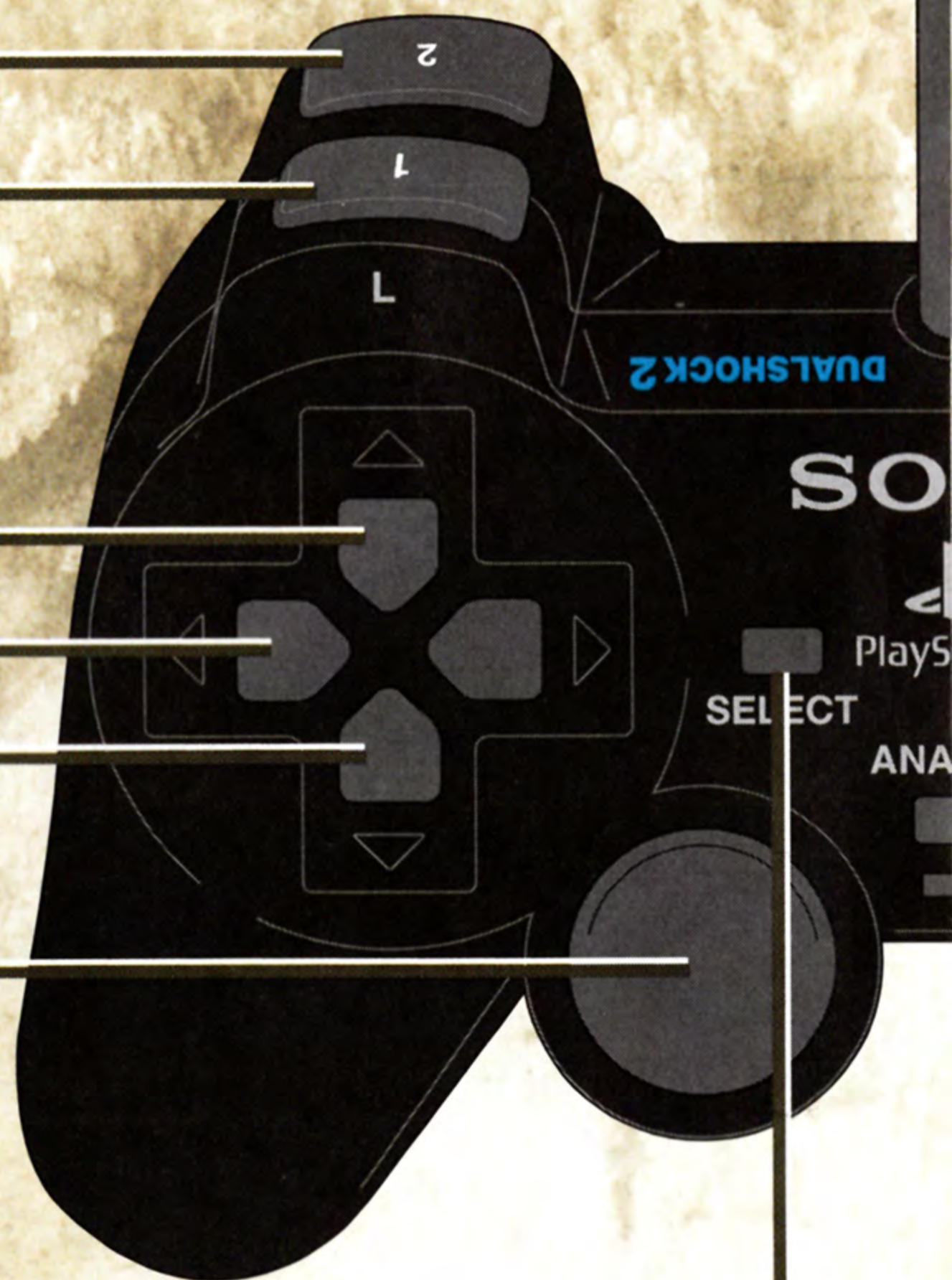
Access Weapon Select Dial
(see the NOTE below)

Stand

Lean Left/Right

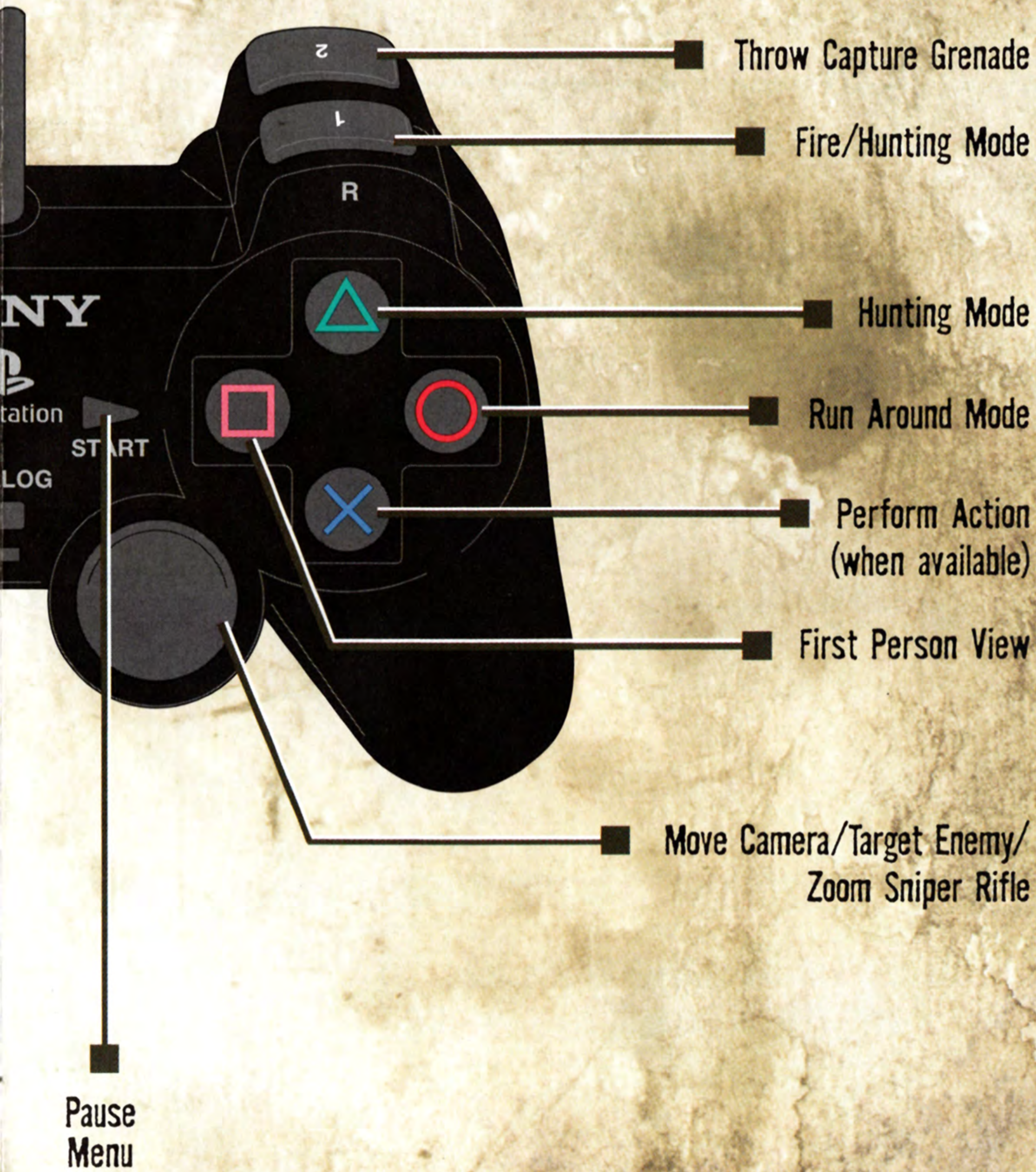
Crouch

Move Character



Inventory

NOTE: Use the right analog stick to choose an available weapon from the Weapon Select Dial.

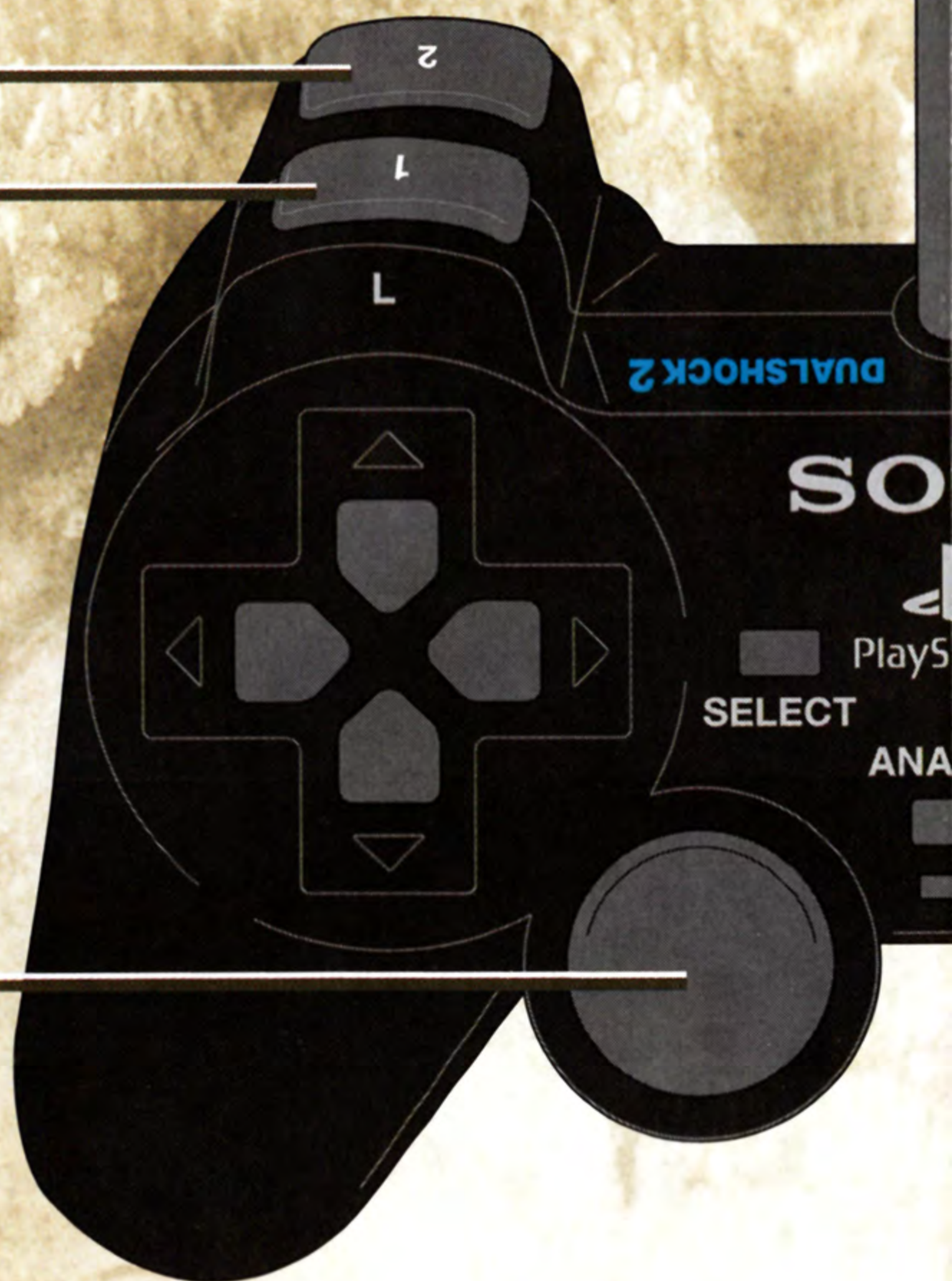


Controls – Astral

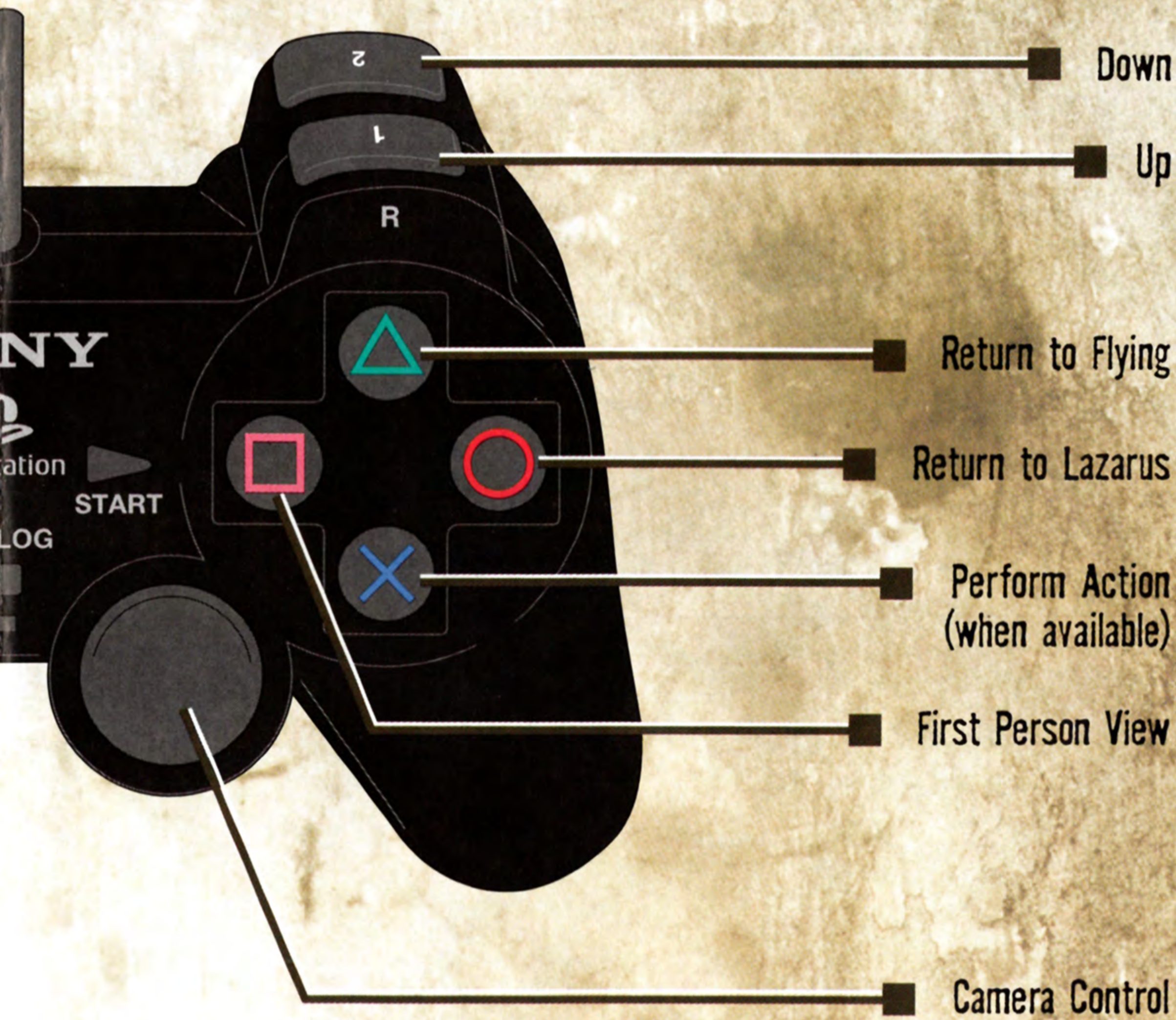
Reset Camera

Access Ghost Ability
Select Dial
(see the NOTE below)

Lateral Movement



NOTE: Use the right analog stick to choose an available ability from the Ghost Ability Select Dial.



For their
There is
rapped in eter
- watching. waiting

They will never
Some ghosts deteriorate into
powerful enough to suck the life
that cross their path - these paramours
purely to steal back life from the living.

Hunt or be haunted
People blessed with the ability to see ghosts must
hunt them down or face the consequences of their
cowardice.

MONTSAYE HIGH SCHOOL
Department of Science
DEPARTMENT HEAD: Professor Peter Brook

The world is full of ghosts
Every man, woman and child that is killed before
time turns into a ghost.
No heaven or hell
No limbo, bitter spirits surround us
and brooding.

rest
Invisible creatures
born from those
small hearts exist



The Game Screen



Using Menu Screens

Press the **↑**, **↓**, **←** or **→** directional buttons to highlight an option, then press the **⊗** button to confirm. To return to the previous menu screen, press the **△** button.

Screen Mode

Follow the on-screen instructions to select your desired screen update mode. Choose either Standard or Progressive Scan. These two modes result in a smoother, faster screen update, but some televisions cannot support these modes. In order to access the screen mode selection screen, hold down the **△** button and **⊗** button during boot up.

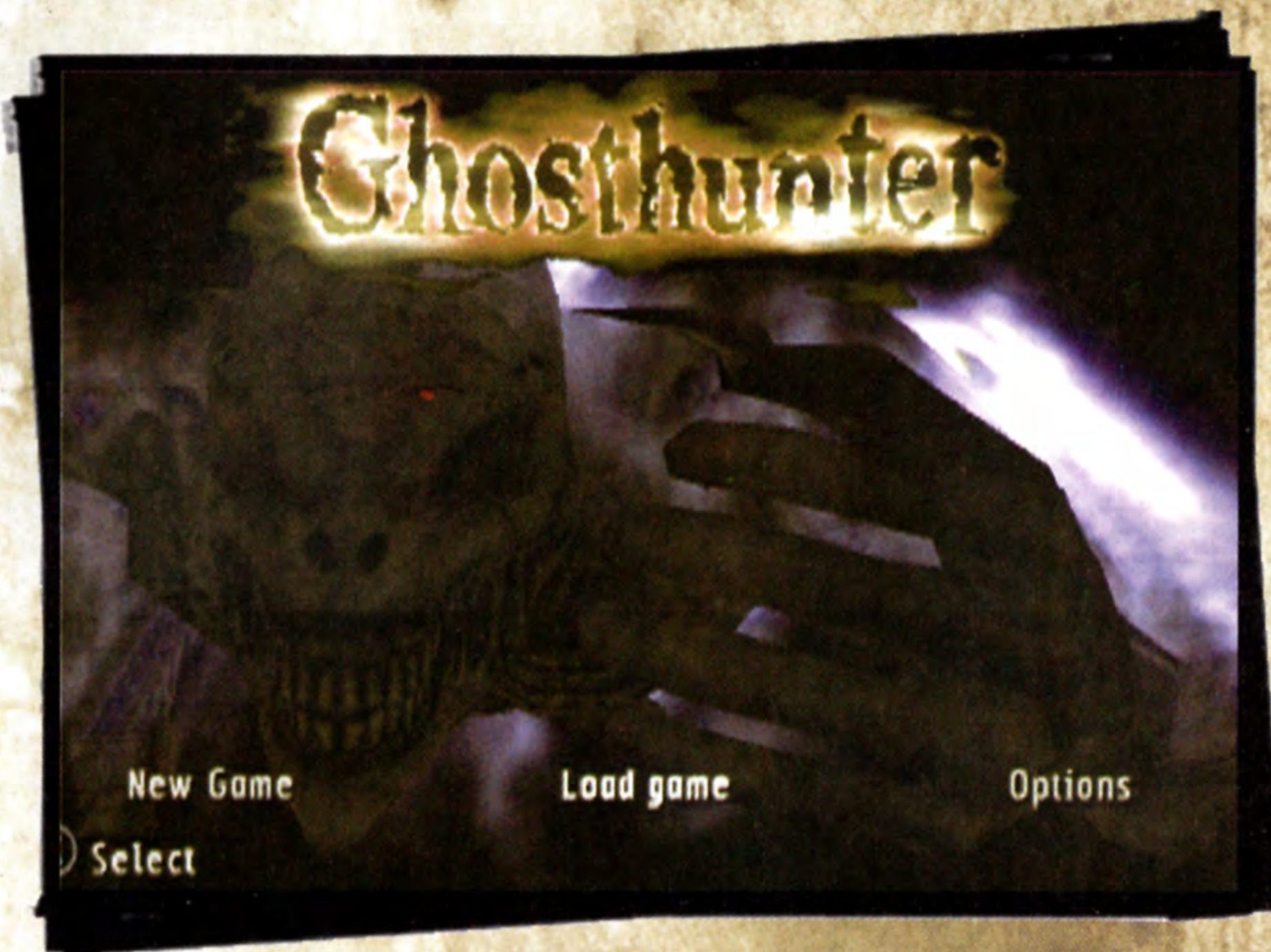
About Progressive Scan Mode

If you have a Component AV Cable (for PlayStation®2) — (SCPH-10100), along with a Progressive Mode enabled (525p) television with Component Video inputs, you'll be able to enjoy a higher quality picture.

If you do not have a Progressive Scan Mode enabled (480p) television, or if you do not use the Component AV Cable (for PlayStation®2) to connect the console to the television, there is a chance that the picture will not be displayed properly.

For details on how to set up your console with the Component AV Cable (for PlayStation®2), please refer to the instructions that accompany the Component AV Cable (for PlayStation®2). Set the Component Video Out settings to "Y Cb/Pb Cr/Pr" within the console's internal System Configuration menu. Some television sets are not Progressive Scan Mode-enabled even if they have Component Video inputs. Refer to your television's instruction manual, or contact the manufacturer if you are unsure about your television's compatibility.

Main Menu



New Game Menu

Press the  button to launch directly into a new adventure. Please see the **Playing the Game** section of this manual for further information.

Load Game Menu

Access previously saved *Ghosthunter*™ game data from the Memory Card.

A Memory Card must be inserted into MEMORY CARD slot 1.

Options Menu

Video

- **Brightness**
Press ← to decrease and → to increase the brightness level.
- **Screen Position**
Press ↑, ↓, ← or → to position the screen to your satisfaction. Press the ⊗ button to confirm the new screen position.
- **Aspect Ratio**
Choose either a 16:9 or a 4:3 aspect ratio for your TV screen.



Sound

- **Music Volume**
Press ← to decrease and → to increase the music volume level.
- **Effects Volume**
Press ← to decrease and → to increase the effects volume level.
- **Subtitles**
Press ← and → to turn the subtitles On or Off and press the ⊗ button to confirm.
- **Sound Mode**
Stereo/Dolby Pro Logic II/Mono.



Controls

- **Vibration**

Turn the vibration function of your Analog Controller (DUALSHOCK®2) On or Off.

- **Invert Horizontal**

Select whether the camera's horizontal rotation is inverted during Standard Mode. Choose either On or Off.

- **Invert Vertical**

Select whether the camera's vertical rotation is inverted. Choose either On or Off.

- **View Lazarus Controls**

Check out the default controller configuration for Lazarus Jones.

- **View Astral Controls**

Check out the default controller configuration for Astral.



In-Game Pause Menu

- **Resume**

Continue the ghost hunt from where you left off.

- **Save Game**

Once you reach a checkpoint, the word **Checkpoint** will be displayed in the top left corner of the screen. Use the **Save Game** option at any time to save your current progress to a Memory Card, and if you perish in combat, you'll be able to load the last saved checkpoint and restart the adventure from that position.

- **Load Game**

Access previously saved *Ghosthunter*™ game data from a Memory Card.

Options

- **Subtitles**

Choose either On or Off.

- **Vibration**

Turn the vibration function of your (DUALSHOCK®2) analog controller On or Off.

- **Invert Horizontal**

Select whether the camera's horizontal rotation is inverted during Standard Mode. Choose either On or Off.

- **Invert Vertical**

Select whether the camera's vertical rotation is inverted. Choose either On or Off.

- **Advance Fire**

Press ← and → to turn advance fire On or Off.

- **Minimal Icons**

Press ← and → to turn minimal icons On or Off.

Audio/Visual Options

- **Music Volume**

Press ← to decrease and → to increase the music volume level.

- **Effects Volume**

Press ← to decrease and → to increase the effects volume level.

- **Brightness**

Press ← to decrease and → to increase the brightness level.

- **Aspect Ratio**

16:9 or 4:3.

Quit

Return to the Main Menu without saving your progress.

Playing the Game

From freakish phantoms to super-quick, sinister specters, one ghost on the loose is one too many. And that's where you come in—with the aid of second sight and a zest for exploration, puzzle-solving and armed combat—being a *Ghosthunter*™ is all about hunting and capturing ghosts.

How to Capture a Ghost

The targeting cursor turns red when aimed at a ghost that can be damaged, and turns blue when aimed at a ghost that's invulnerable. When the ghost has been damaged sufficiently, it can be captured. The Capture Grenade HUD icon in the top left corner of the screen will flash when aiming at a captureable ghost. Press the **R2** button to throw the Capture Grenade. The Capture Grenade hurtles toward your enemy and lodges itself inside the ghost. The Capture Grenade HUD icon will then display a countdown timer showing how much longer the grenade can stay in the ghost, and also shows the energy level of the enemy. When that energy level is reduced to nothing, the ghost will be sucked into the Capture Grenade and trapped within.

Weapons



Glock 17

- 9mm handgun
- Standard issue of the Detroit Police Department



Shotgun

- 12 gauge pump action assault shotgun
- Standard issue of the Detroit Police Department. Officers are instructed to stow this weapon in the trunk of their vehicle until it's required



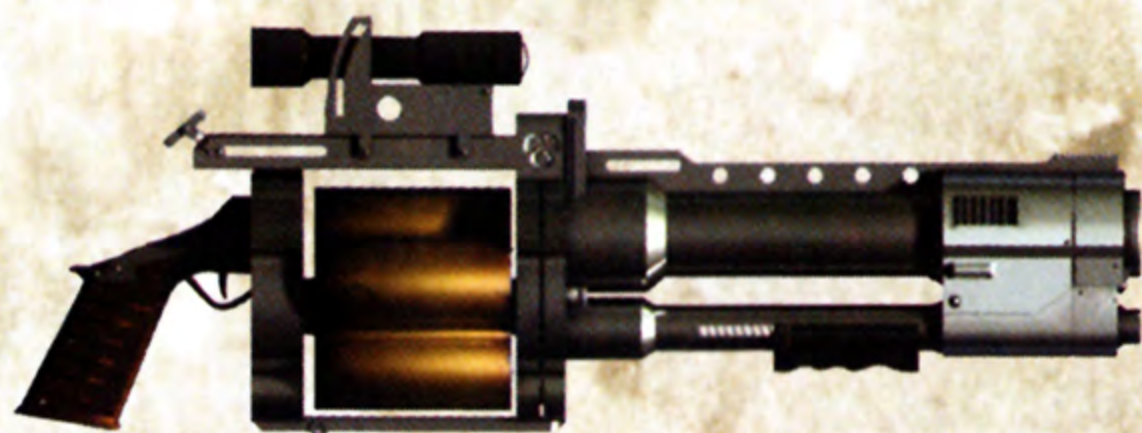
Pulse Rifle

- Activated by ghost energy
- Tap the **R1** button for a single shot or hold the **R1** button down to charge the weapon



Sniper Rifle

- Activated by ghost energy
- Press the **□** button to enter first person view, then use the left analog stick to zoom the targeting reticle in and out



Grenade Launcher

- Heavy duty, medium range assault weapon
- Fires smoke grenades or explosive grenades



Spectral Lasso

- Activated by ghost energy
- Long range weapon, equipped to drain ghost energy from afar



Techno Gun

- Incorporates anti-ghost technology developed by the U.S. military
- Top secret weapon about which little is known

Characters



Lazarus Jones

He may be new to the job, but officer Lazarus Jones of the Detroit Police Department is in for a really tough first day. Alongside his senior officer, Anna Steele, he's about to find himself caught up in a terrifying case where the supernatural becomes reality.

Anna Steele

As senior officer, Anna takes rookie cop Lazarus Jones under her wing. But on a routine inspection at the abandoned Montsaye High School building, Anna comes face to face with her worst nightmares.



Lord Hawksmoor

A former knight of the Crusades, this Machiavellian ghost is driven by a lust for power and yearns for immortality in human flesh. He will stop at nothing to achieve his aim of re-entering the mortal world.



Lady De Montford

Lady De Montford hides in her crumbling manor house, rifle in hand, in fear of attack from redneck bandits. She knows more than she's willing to tell.

Revenant

Back from the dead, these hulking husks were once ghosts that pushed too far into mortal reality. Now sapped of ectoplasm but possessing mighty strength, Revenants are a force to be reckoned with.



Howler

Mischievous hog-like apparitions, these ghosts offer no real threat, but can often be the key to getting out of tricky situations. Their special ectoplasm body means they're only vulnerable when sleeping.



Poltergeist

Poltergeists have the power to animate material objects, but are totally invisible to the human eye. They can be located in clouds of smoke or when covered in liquid.

Demonic Ghost Girl

These little devils can be found lurking in Lady De Montford's home, ready to frighten anyone who spoils their playtime. Twisted parodies of young children, these spooks are not what they seem...



Teddy Bear Mutant

If you go down to the woods today, you'd better go in disguise...

Hints and Tips

- For those “hard to capture” ghouls, expert Ghosthunters should go to gameplay options to toggle between Fixed Aim Mode and Advanced Aim Mode.
- Astral’s abilities deplete your ghost energy, so use them carefully.
- Some windows can be blown out and climbed through.
- As ghosts are weakened, they drop energy and health. If these discarded power-ups are beyond your reach, simply press the **R2** button to throw the Capture Grenade to pick them up.
- If you run low on ghost energy, try shooting a rat.



Credits

Director Producer

James Shepherd

Lead Programmer

Julian Rex

Lead Artist

Jason Wilson

Programming

Steven Tattersall

Andrew Ostler

Tony Pyle

Guillaume Raffy

Gavin Clarke

Paul Crowder

Andy Ellis

Ben Hesketh

Patrick O'Brien

Adam Garman

Gavin Bell

Dan Tomlinson

Martin Kift

Juri Oudshoorn

Sound System

Gavin Bell

Gary Richards

Interactive Music System

Patrick O'Brien

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Paul Donovan

Mike Froggatt

Alan McCarthy

Kevin Rose

Chris Sorrell

Andrew Ostler

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Wil Driver

Iain Brown

Dinesh Mahathevan

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Phil Mansell

James Shepherd

Additional Design

Julian Rex

Jason Wilson

Steven Tattersall

Mapping

Phil Mansell

Gareth Hughes

Sarah Hefford

Rob King

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Scott Naylor

Dominic Cahalin

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Lead

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Pete Giles

Environment Art

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Shafeq Rahman

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Banjo Guitar

Mark Johns

Snare Drum

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Rob Parkin

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Iain Hancock

Andrew Kennedy

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Julian Rex
Jason Wilson

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UK Voice Casting

Andy Emery
Jonathan Ashley

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US Casting Director

Brigitte Burdine

US Dialogue Editor

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LAZARUS JONES
Rob Paulsen

PROFESSOR RICHMOND/
DIGITAL RICHMOND
Joe Morton

HAWKSMOOR
Sir Michael Gambon

COLONEL FORTESQUE
Michael Cochrane

ANNA STEELE
Nan McNamara

REDNECK CHIEF
Andre Sogliuzzo

LADY DE MONTFORD
Jane Hamilton

WARDEN MACCARTHY
Fred Tatasciore

PRIEST
Fred Tatasciore

LIBRARIAN
Jane Hamilton

ELECTRIC GUARDIAN
Andre Sogliuzzo

ALPHA TEAM LEADER

Tony Jordan

DELTA TEAM LEADER

Jonathon Kydd

DETONATOR

Jonathon Kydd
Tony Jordan

GHOST GIRL

Kim Mai Guest

OFFICERS

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Tony Jordan

REDNECK SNIPER

Andre Sogliuzzo

REDNECK GIRL

Kim Mai Guest

REDNECK CROCODILE HUMAN

Fred Tatasciore

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Domenico Visone

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Paolo Parrucci

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Phil Stilgoe
Guy Ebsworth
Tony Wills
Lynn Stilgoe

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Sean Cronin
Niki Felstead
Ashley Beck
Steve "The Mystery Man"

Cutscene Direction

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Alex Kanaris-Sotiriou

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Lisa Marie
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Molly Jackson
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Paul Shade
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Special Thanks
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Rod Nakamoto

Customer Support

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level?
Having problems getting your game to work properly?
Now you can get one-on-one help from Namco using your web browser!

Simply go to livehelp.namco.com for more details.

Live Counselors available from 9am to 5pm Monday through Friday
Pacific Time.

Namco Hometek Inc.
ATTN: Customer Service
2055 Junction Avenue
San Jose, CA 95131

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 922-0712. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and/or insured method of shipping the materials to us.

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Notes

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